

# CREATIVE CONTRACTIONS APPLE SERIES

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**Getting Started** Slide the Creative Contraptions diskette (with the picture facing up) into your computer's disk drive. Close the drive door. Turn on the disk drive and then the computer. After a brief title sequence and introduction screen, you'll be asked if you want the game to have sound. Press Y for YES or N for NO. Then you will be asked to turn over the game disk in the disk drive. Do this, then press RETURN. The game menu will then appear and you're ready to go! In Creative Contraptions you'll be playing with just these types of creations. You'll see simple machines such as a lever, screw, wedge, pulley, wheel and axle, and inclined plane, and tools such as springs, pendulums, and magnets. But you'll also see zany objects like chickens, roller skates, wind-up toys, and boxing gloves. As always, the combination is the key! Some contraptions have pieces missing, some have the wrong parts included. It's up to you to figure out which parts belong, and which combinations will make the contraptions work in your quest to become a master builder! The first thing you'll see is your main game menu. There are four game options. **REVIEW MECHANISMS** Select **review mechanisms** from the main menu. Pictures of the mechanisms will appear in a strip at the bottom of the screen. Press (J or K) to move the mechanism you want to the centre arrow. Press RETURN to choose the mechanism. You'll see a definition and common examples of the chosen mechanism. Press SPACE BAR to see the mechanism at work. A mini-contraption using the mechanism will appear. Watch it closely to see how the mechanism can be used in the game. Press SPACE BAR again to see the contraption run a second time. Press RETURN to choose a new mechanism.

You'll go back to the choice screen. Use (J or K) and RETURN to pick a different mechanism. When you are finished reviewing mechanisms, press ESC to go back to the main menu. **FILL IN MECHANISMS** To play select **FILL IN MECHANISMS** from the main menu. Mechanisms are the simple machines or tools that are found in a contraption. In **Fill in Mechanisms** all of the mechanisms in your contraption will be missing, though you'll see lots of zany objects that are part of the contraption. It's up to you to fill in the correct mechanisms. Choose your level. In **Apprentice** all mechanisms shown are correct. You simply have to put each in the right place. In **Master Builder** some mechanisms shown are correct and some are incorrect; you have to choose and place the correct one. Press (M or I) to move the flashing box to your choice. The press RETURN. Next choose your end goal. As you know, contraptions are built with a purpose in mind. For all Creative Contraptions activities there are six possible end goals. Before you play, you must first choose the type of contraption you want to build. Press (M or I) to move the flashing box to your choice. Then press RETURN. **CONSIDER THE CONTRAPTION** Your contraption will pop on the screen piece by piece. The spots where mechanisms belong will be marked by empty boxes. Your job is to fill in the pieces that will make the contraption run perfectly. The "running" of the contraption is initiated by a ball that moves through it. The starting ball is at the top of the screen. The letters on the screen show how the pieces connect and the order in which they work. Remember, correct connections of the contraption parts keep the ball going. The movement of the contraption balls approximates the laws of physics. Choose the mechanisms in the order in which they appear in the contraption. A flashing frame will surround the box to be filled. The mechanisms to choose from will appear on the strip at the bottom of the screen. Press (J or K) to move the mechanism you want to the arrow. Press RETURN to lock a mechanism in the contraption. When you have filled in all the mechanisms, you're ready to give your creation a try. Press SPACE BAR to run the contraption. Connection perfection? If not, you'll know the first place where you went wrong (your contraption ball will bounce like crazy all over the screen), and the box will flash around the incorrect mechanism.

Press the arrow and RETURN to choose a new mechanism and run the contraption again. If another mechanism is incorrect, try again. (If there is more than one error, only the first one is highlighted).> Got it? Good! Press SPACE BAR to see the contraption run again. Press RETURN to choose a new goal. Press ESC to go back to the main menu to choose a different game. Hint: See mechanisms work correctly in Mechanism Review. **FILL IN ZANY OBJECTS** Select **FILL IN ZANY OBJECTS** from the main menu. As in **Fill in Mechanisms**, before you play you have to choose your level and end goal. Press (M or I) to move the flashing box to your choice. Then press RETURN. The goals are the same as in **Fill in Mechanisms**. However, in this game you decide which zany objects will make the contraption work. As for levels, if you choose **Apprentice**, there is one zany object that will work and one that will not. In **Master Builder** there are more correct and incorrect choices. Presto! Your contraption will appear. This time the empty spaces mark the spots where zany objects belong. Take a good look at the mechanisms. Knowing the effects they have will help you know what objects to fill in each space. Follow the letters on the screen to figure out connections and fill in the objects one by one. Press (J or K) to see the different objects. (Object choices will not appear at the bottom of the screen, but will show up inside the flashing highlight box, and will change with each arrow press). When you think an

object belongs in a space, press RETURN to lock it into position. The flashing box will move to the next space to be filled, and you can choose your next object. When you've filled in all the zany objects, check the contraption once more. If you want to make changes, press RETURN to cycle the flashing box to the object to be changed. When you're ready, press SPACE BAR to run the contraption. Press SPACE BAR to see the contraption run again. Press RETURN to choose a new goal. Press ESC to go back to the main menu.

**CONTRAPTION MIX UP** Now that you know how mechanisms and zany objects work you're ready to play Contraption Mix Up. In this game you'll have to replace both mechanisms and objects to make a contraption work, and you'll have to race against time to do it. Each time you complete a contraption, you'll get a new one automatically, up to six in all, one for each goal. See if you can complete all six before time runs out! Since the game chooses contraptions for you, the only thing you have to do is choose your level. As an Apprentice you'll have fewer incorrect parts to start with, a slow timer, and an unlimited supply of balls. As a Master Builder you'll have more incorrect parts, a fast timer, a limited supply of balls, and bonus letters. Press (M or I) to move the flashing box to your choice. Then press RETURN. **GET INTO THE GAME** Apprentice is a good way to get to know the Contraption Mix UP rules. As soon as you choose your level, a complete "Up and At Em" contraption will appear. Your timer will start ticking and you're off. You have about five and a half minutes to build. Remember you're looking for any part that doesn't belong. Follow the letters in order and concentrate on the connections between pieces. If connections won't work, it's up to you to decide which piece to replace. Press (J or K) to see the different contraption parts in place. Press RETURN to lock in a part and to move the flashing box to the next part you want to change. (If you are changing a mechanism, your choices will appear in the strip at the bottom of the screen. If you're changing zany objects, the choice options will appear one at a time in the flashing box as you press the arrow keys). When you think your connections are perfect, press SPACE BAR to run the contraption. Did you make your wake-up call? Great! If not, the cursor box will have stopped at the first wrong connect found. Make a change and try again. When your contraption connects, you'll see your score at the top of the screen, and a new contraption will automatically appear. Tinker away! Remember, you have an unlimited supply of balls. However, the faster you complete contraptions, the higher your score will be. **Helpful Hint:** For a warm-up before playing the game, try the Mechanism Review option first. **MASTER BUILDER** Ball Control In the Apprentice level, you'll have an unlimited number of balls. When you become a Master Builder you'll find things a little harder - so you'll have to be more careful. As a Master Builder you'll have about two and a half minutes to work and the number of balls you'll get is only six. That means to work all six possible contraptions you can't waste any balls. So build carefully! Your balls appear at the top of the screen. If you run out, that's the end of the ball game! **Bonuses-** There is one way to get extra balls in Master Builder. You can catch a bonus letter. Bonus letters give you extra points, and sometimes, extra balls! As you play, one of the letters in the contraption will change from white to coloured. Most of the time the coloured letter will be upper case (a capital letter); sometimes it will be lower case (a small letter). If you run a contraption all the way through while a coloured letter is upper case, you'll get bonus points depending on which letter you've caught. The later the letter comes in the alphabet the more points you'll get. See just how many in "What's the Score?". If you're lucky or quick enough to run a contraption while the coloured letter is lower case, you'll get the same bonus points as above, but you'll also get a free ball added to your supply. Lower case letters appear for a short time when a contraption is first presented. If you don't catch them, keep your eyes open. They will pop on three or four times later in the game without warning. **WHAT'S THE SCORE** There are lots of ways to score points in Contraption Mix Up. You get points for every correct part in your contraption, for catching bonus letters, and for having balls or time remaining after you run all six contraptions. You get more points for completing a contraption perfectly on your first try, and if you complete all six contraptions without errors, you'll score even higher!

Here are the score points for Apprentice and Master Builder levels:

**Mechanisms and zany objects** 10,000 points for each mechanism or object activated on first try  
5,000 points if you activate it on second try 2,500 points if it takes more than two tries to activate it (You can get points for each mechanism or zany object only once). **Completed contraptions**  
100,000 points for a contraption built correctly on first try 50,000 points for a contraption built correctly on second try 25,000 points if it takes more than two attempts to build it Unused time  
1,000 points for each unused tick left on the time bar **Master Builder only:** Bonus letters 10,000 points if you catch an A; 20,000 points if you catch a B; 30,000 points if you catch a C; 40,000 points if you catch a D, etc. Unused balls 25,000 points for ball left over at the end of the game.